Subject: Read HERE Posted by Anonymous on Fri, 06 Dec 2002 16:16:00 GMT View Forum Message <> Reply to Message

if it makes things easier detach some polys of one plane and texture them seperately as 2-passed alpha blended materials. Theres no easy route like in heightfield though.

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums